

AT LAST! THE ORIGIN OF SONIC!

Sonic the comic

95p

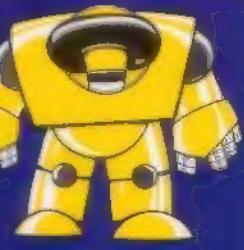
Number 8 September 4th
Britain's
OFFICIAL
SEGA
COMIC
Every Fortnight



PLUS! STREETS OF RAGE • KID CHAMELEON • WONDER BOY

CONTROL

Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

Are we good to you or what? This issue sees the start of a brand-new prize for any of you fortunate enough to get your work printed in STC. With the help of ace toy company Tomy we've laid our hands on a large quantity of the new *Sonic Wave Fun Game* - which we're going to give one of to each Boomer with a letter or drawing appearing in *Speedlines*, absolutely free!

The *Sonic Wave Fun Game* provides you with a new kind of challenge. I guess you could call it 'wetware'. It's great for taking anywhere you can't get your hands on a real *Sonic the Hedgehog* game. Scope out *Speedlines* this issue for more details.

Apologies to those Boomers who had hoped to see the start of STC's High Score zone in the last issue. I wish I could say that those humans-who-think-they're-in-charge had messed up again, but, fact is, we're so swamped with your high score claims it's taking longer than planned to get the new zone activated. Stay tuned, though, because it'll be hitting you sooner than you think.

Meanwhile, don't forget to let me know what you think about STC's two new mega-series, *Streets of Rage* and *Kid Flasher*. They're just the start of many great, new, Sega-inspired series heading your way. Next issue you'll hear about the next new series we have on the launch pad. H'LL knock your block off!

Megadroid



- Editor: Richard Burton
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- Publisher: Chris Power

Hold the phone calls. Stop the bogging letters. It's time to face the brutal truth: The first, landmark issue of *Sonic The Comic* is a complete sell-out!

Sonic Sells Out

Sorry, Boomers, but those of you who have been writing, phoning, faxing and carrier pipelining the STC offices with desperate requests for copies of STC 1 - you're out of luck! That issue was such a success that it has now entered the realms of Highly Collectable Comics of The Past.

The good news, however, is that you will soon be able to buy back issues of STC (except issue 1) through this comic. Not only that, but there will also be a subscription service available to all Boomers. Soon there will be no excuse for missing a single issue of The Doctor's Greatest Comic!

Hold the phone calls. Stop the bogging letters. It's time to face the brutal truth: The first, landmark issue of *Sonic The Comic* is a complete sell-out!

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Cool Woolies

Woolworths in Long Eaton, Nottinghamshire, is a pretty cool place. They get Sonic and Tails to come along and help them out!

At the store's recent Fun Day in July, Sonic and Tails made a personal appearance to help raise money for the *Bornados* charity.

Senior Boomer Mondy Turner told STC that a great day was had by all. There were Sonic badges, posters, T-shirts, posters, toys and a whole lot more to be had. A Sega Mega CD was available for anyone to try their hands on at 30p a go and there was a raffle to win a car. Sonic and his buddy raced around during the Fun Day collecting donations from their fans and helping raise the final figure of nearly £200 for *Bornados*.

According to Mondy the staff of Woolworths had almost as much fun as their customers. I'm sure any Long Eaton Boomers who were at the Fun Day will agree.



Sonic and Tails raise bucket-loads of money at the Long Eaton Woolworths Fun Day.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

Up down non mover new entry re-entry

MEGA DRIVE

- JUNGLE STRIKE
- MICRO MACHINES
- COOL SPOT
- FLASHBACK
- PGR TOUR GOLF
- TINY TOONS BUSTER'S TREASURE
- ECHO THE DOLPHIN
- SUPER KICK OFF
- SONIC THE HEDGEHOG 2
- FATAL FURY

MEGA CD

- NIGHT TRAP
- FINAL FIGHT
- RORD AVENGER
- SHERLOCK HOLMES
- JAGUAR KJ220
- ROBO BLESTE
- PRINCE OF PERSIA
- TIME GRL
- AFTERRUNNER 3
- BLACK HOLE ASSAULT

MASTER SYSTEM

- SONIC THE HEDGEHOG 2
- MICKEY MOUSE 2
- G-LOC
- TAZ-MANIA
- DOUBLE DRAGON
- LEMMINGS
- DARIUS 2
- ALIEN 3
- WIMBLEDON TENNIS
- THE SIMPSONS

GAME GEAR

- SONIC THE HEDGEHOG 2
- MICKEY MOUSE 2
- LEMMINGS
- MICK & MACK: GLOBAL GLADIATORS
- STREETS OF RAGE
- WWF STEEL CAGE CHALLENGE
- TERMINATOR
- NINJA GAIDEN
- TAZ-MANIA
- BATMAN RETURNS



NIGHT ON PLANET MOBIUS.

NOW TAILS?

NOT YET, JOHNNY LIGHTFOOT, BE PATIENT.

PORKER LEWIS, ARE YOU OKAY?

J...JUST A LITTLE NERVOUS, I GUESS...

REMEMBER, THE SPECIAL ZONE IS SOME KIND OF WEIRD ALTERNATIVE DIMENSION THAT ONLY I CAN ENTER USING THE STAR POSTS AND MY SONIC SPEED.

IT'S CRAMMED WITH ALL KINDS OF CRAZY, NOT TO MENTION DANGEROUS, STUFF...

Sonic THE HEDGEHOG

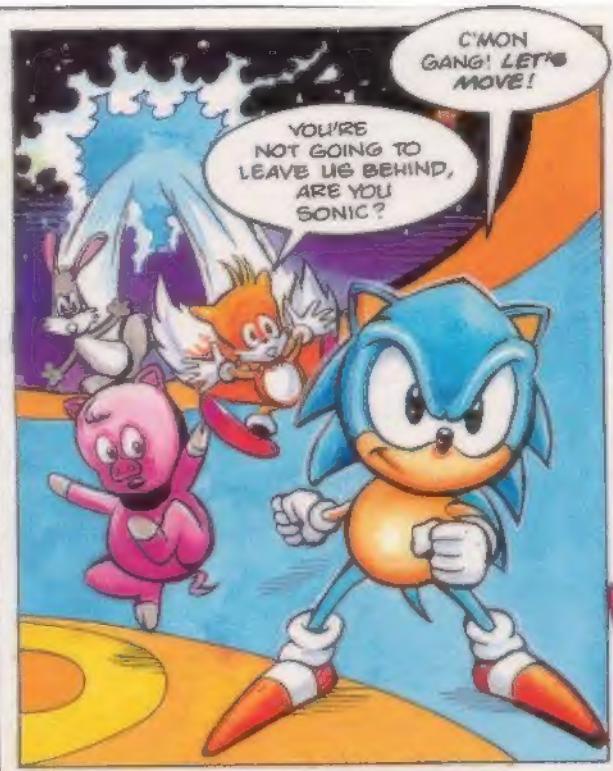
The Origin of Sonic

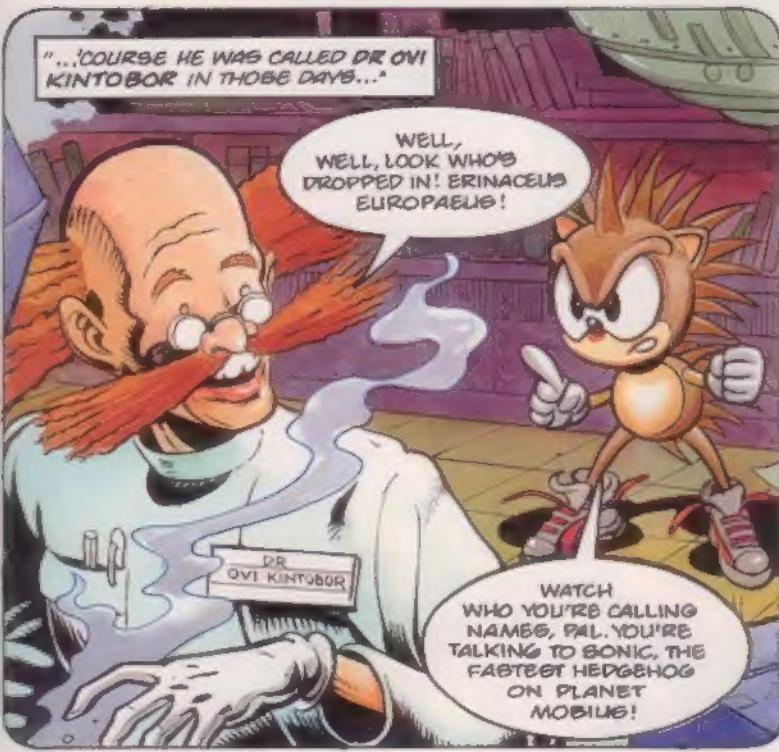
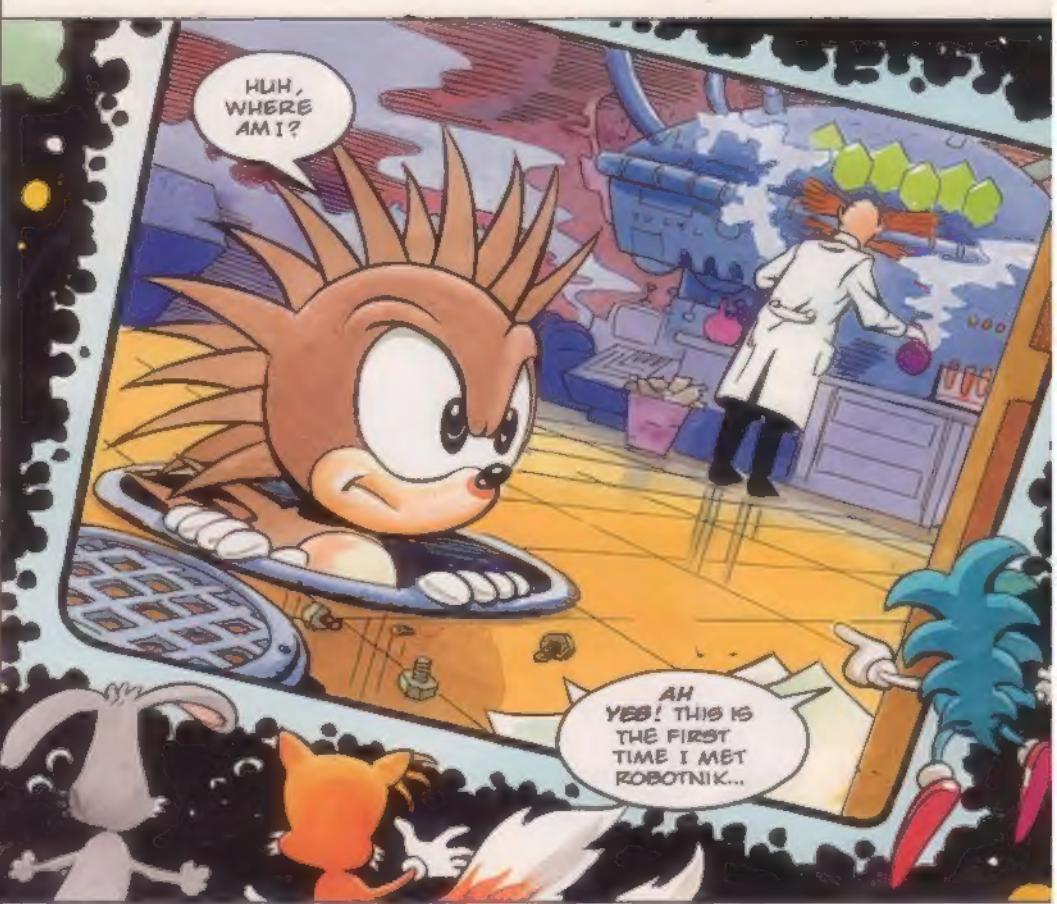
...SO LET'S BE CAREFUL IN THERE!

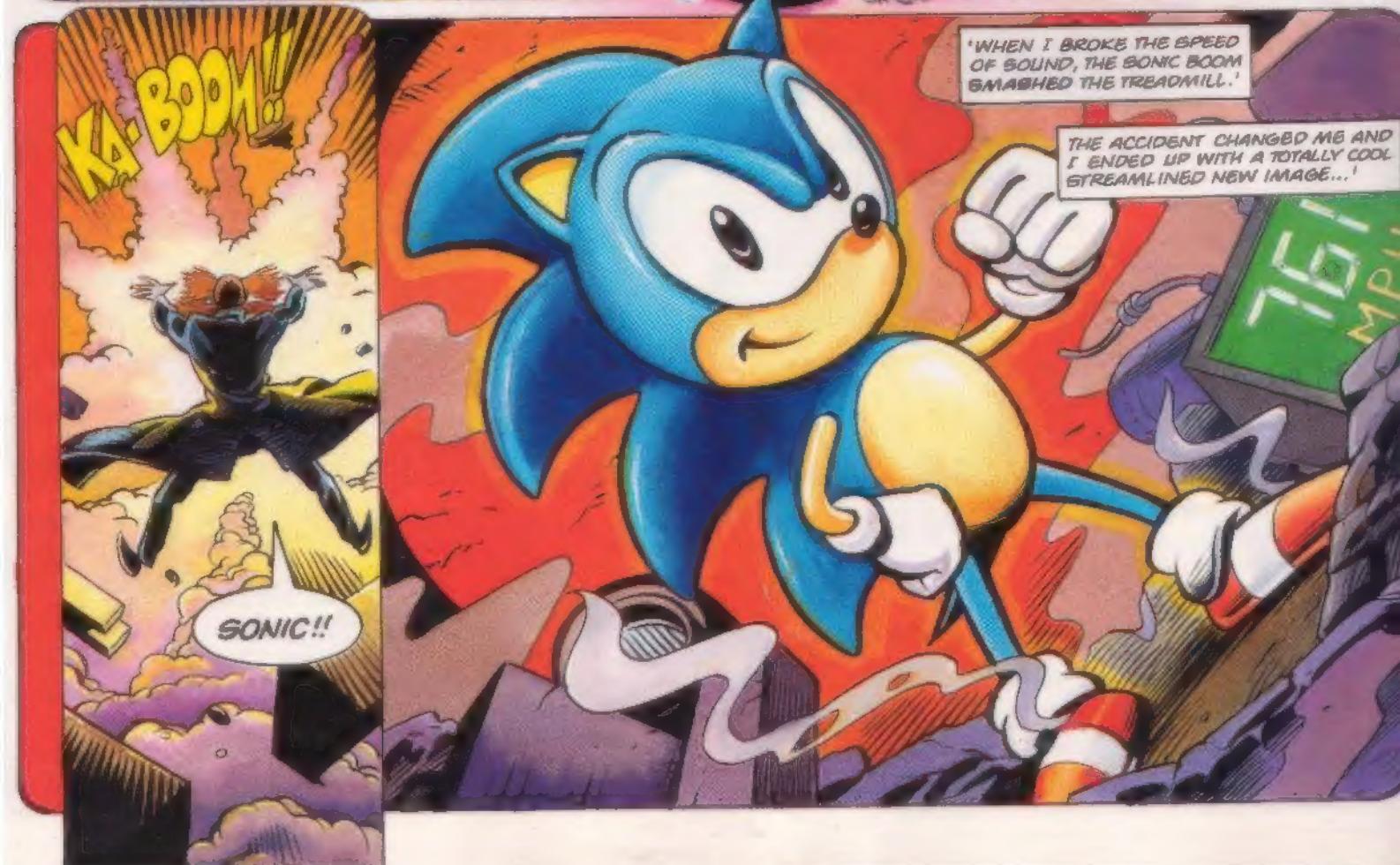
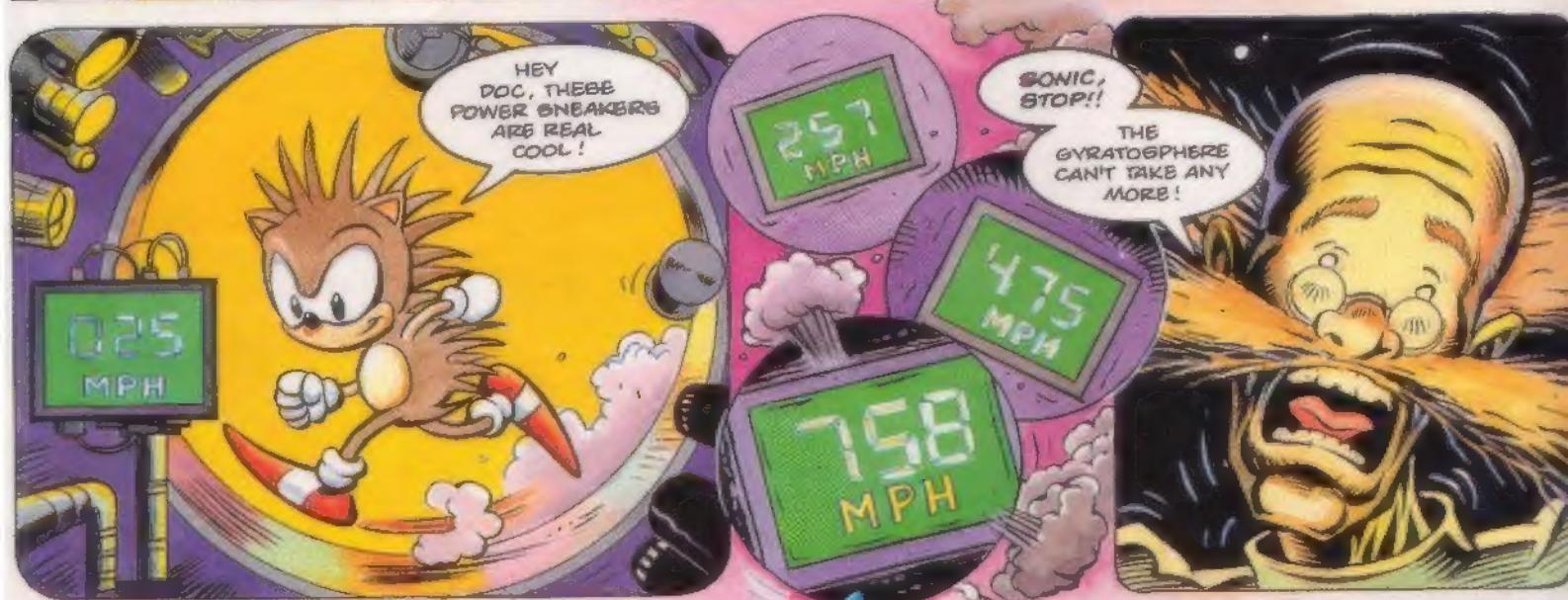
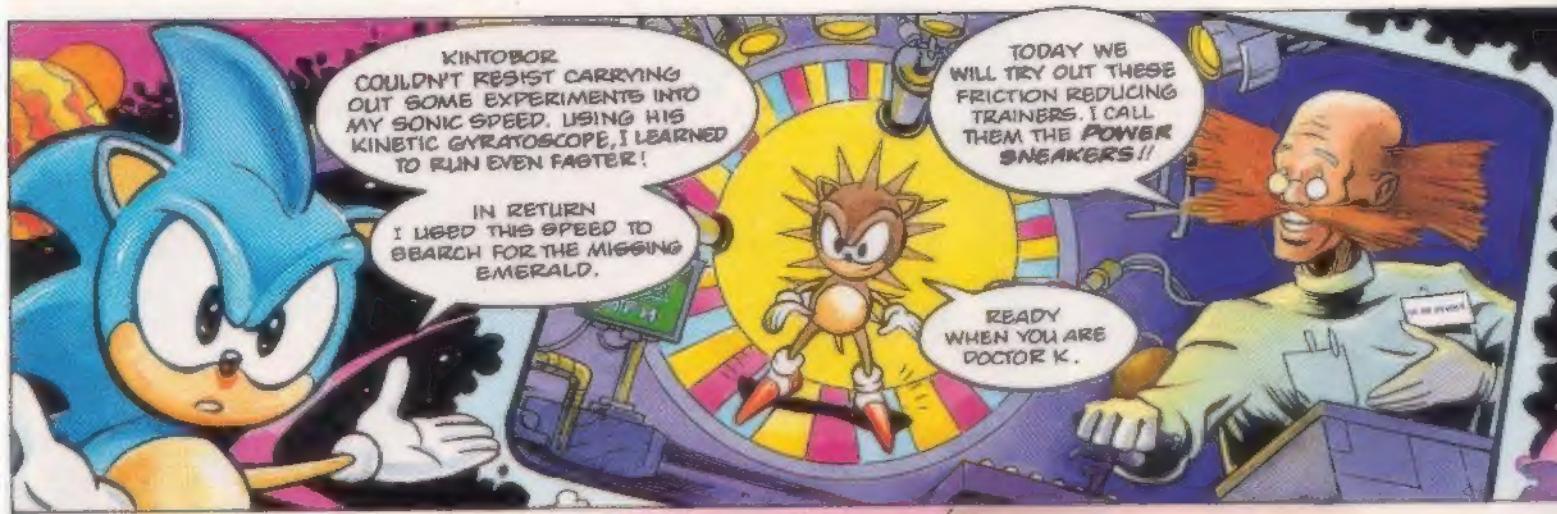
OKAY, GUYS, JUMP!!

AAAAAA!

FA-ZOOM!

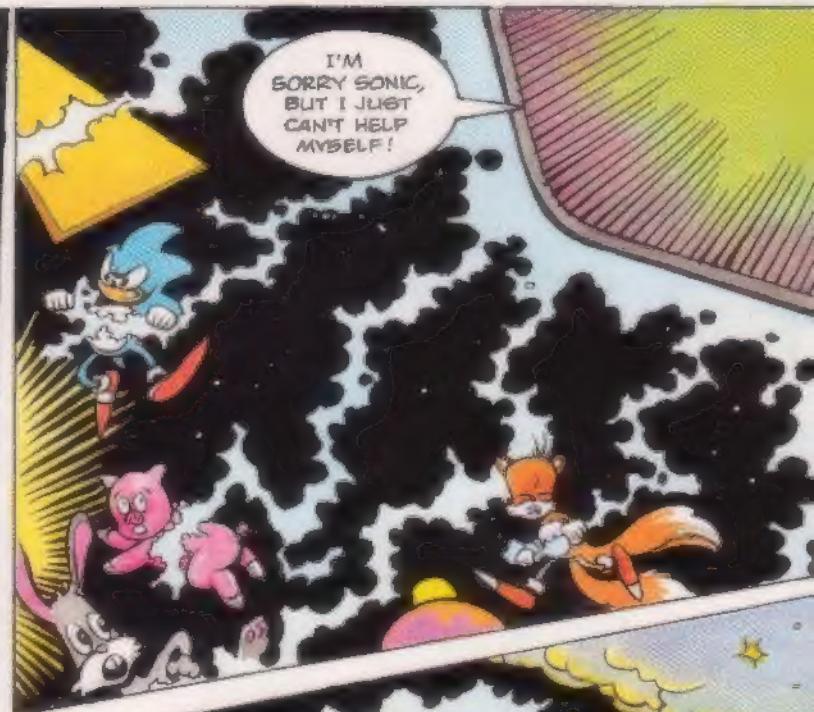












REVIEW

Zone

Enter the zone that brings you the up-to-the-millisecond reviews of all the new releases for the Sega games systems.

STC REVIEWERS THIS ISSUE:
Tony Takoushi & David Gibbons

BUBSY: CLAWS ENCOUNTERS OF THE FURRED KIND

game type: PLATFORM
1-2 PLAYERS



Bubsy is a game that, according to its publisher Accolade, is '...set to challenge Sonic'. Instead of being a hedgehog, the hero is a mighty cool cat (or Bobcat, as Accolade seem to think) with a snappy line in chat and some cute moves. As Bubsy you must save the Earth from evil enemies such as the Woolies and runaway cars by jumping on them, and also travelling through 16 levels, which are divided into five different worlds.

As with all felines, Bubsy has nine lives, which can be increased by collecting shirts (of the 'T' variety). Those lives are really needed as it's very easy to lose one by being careless. Gaining extra points involves collecting balls of yarn which are placed throughout the levels.

The graphics and animation are superb - the backgrounds even contain animated waterfalls. Bubsy himself is particularly well animated with lots of humour added; when he enters a water chute his eyes nearly come out with terror. Brilliant! Some chutes even make Bubsy go upside down with the whole screen twisting around!

The much-hyped digitised dialogue for Bubsy is good and varied. Though it is fun to hear Bubsy 'talk', it doesn't seem to enhance the gameplay in any way. Bit of a marketing ploy if you ask me.

At the end of the day, Sonic 2 is the better game with faster speed and superior design. However, Bubsy is well worth a look and ranks right up there with the top platform games. - DG.



Mega Drive

Mega CD



Master System



Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

ULTIMATE SOCCER

game type: SOCCER

1-8 PLAYERS



Bit of a landmark this.

Ultimate Soccer is the first official game from Sega actually written in Europe. As its title implies, it is a full-blown footy sports game with a lot of bells and whistles(!) for all you sports fans.

Ultimate Soccer is a three-quarter perspective soccer game with great playability.

There is the option for 1 to 8 players utilising the new Sega Multi-tap pad which allows up to four players on one joy pad port.

It is a very flexible game. You can set the time for each half, weather conditions, countries to play, tournaments, difficulty level - the list just goes on!

The players move smoothly and the gameplay is very fast and fluid. Sound effects have not been skimped on either, with crunching tackles, piercing referee whistles and crowd chants.

The only real criticism of Ultimate Soccer is the player graphics which look rather small and unconvincing, although they do animate smoothly.

The bottom line is that Ultimate Soccer is by far the best footy game you can buy at present on the Mega Drive. If you are a footy nut looking for the best money can buy, then go for it! - TT.

FAST FAX

PUBLISHER PRICE

SEGA £44.99

GRAPHICS

***** 70

SOUND

***** 70

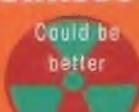
PLAYABILITY

***** 75

RAVES



GRAVES



OVERALL

75%

RANGER X

Sega CD
MD

The aim of Ranger X is pretty simple - it moves blow to blow there's

This is Sega's latest horizontally scrolling shoot-em up where you have to destroy enemy generators and take out the bad guys wherever you find them. There are the standard save bosses at the end of each wave and the action is truly intense not to mention palm sweating.

That said there is also some surprising variety in the game play to be found in Ranger X. You can team up with a special robot buddy to move faster and fire more accurately. You have a choice of weapons - flame-thrower or special smart bomb. But keep an eye on your weapon gauge you only have a limited amount of time in which to use them before the energy runs out.

One word of advice take out the nasties that home in on you. The temptation is to run ahead of them and try to take out enemy bases but they always catch up and smother you with bombs and bullets.

Ranger X is a classic blaster where you have to use your brain to decide on the best strategy to get through each stage. The action is fast and furious and there are some great original touches to the game play - TT



REVIEW

ROBO ALESTE

game type: SHOOTING
1 PLAYER

MD

Fast Fix

PUBLISHER PRICE

GRAPHICS

***** 75

SOUND

***** 80

PLAYABILITY

***** 70

Fast Fix

REVIEW



Sega MD

We come to Jurassic Park - a monster-sized game from a monster of a film!

Jurassic Park is a 16MB game and one of the biggest ever for the Mega Drive. JP is your basic scrolling platform game where you have to get to the exit and complete tasks that those you know from the film and, in some scenes, Michael Crichton's own words.

You have a choice of playing either Doctor Grant or one of four dinosaurs. If you play Grant you have to complete various missions. You get to fight your way through obstacles, dealing with rocky platform enemies, huge brutes and sneaky velociraptors. There are also several guard stations where you have to disarm various dislodgers to clear the path.

You are not far review without help as you can collect different weapons along the way. There are darts, electric darts and gas canisters, all of which stun beasts around you.

The sound is great and uses Sega's QSound system, which makes it seem as though the music and the dinosaurs are all around you.

The game looks great too, with digitised images from the film and great character graphics for the dinosaurs and Grant himself.

Overall, Jurassic Park has a lot of variety and is very challenging. The game controls can be a little awkward at first but you soon get very engrossed in the gameplay - TT

SEGA



JURASSIC PARK

PUBLISHER PRICE

GRAPHICS

SEGAE 70

SOUND

SEGAE 65

PLAYABILITY

SEGAE 75

RAVES VS GRAVES

Log
Little
Hans and He
Mega Drive

75%



KID CHAMELEON

PART 2



TWO - THIS GAME CAN CHANGE YOU I WALKED IN AS YOUR TYPICAL SUBURBAN TEENAGER BUT NOW ...

DIE, DEMON!



STRANGE?
GROUND SHAKES LIKE
MIGHTY EARTH TREMOR
AIR BUZZES WITH ECHO
OF BEE HIVE

WAAAARRR!



ONLY A METAL
DEVIL WITH NO HONOUR
WOULD ATTACK FROM BEHIND
WITHOUT WARNING



MY SAI -
GONE!

SOMEHOW I KNOW JUST
WHAT TO DO. THE SWORD
IN MY HAND FEELS LIKE
IT WAS MADE FOR ME

BATTLE PLANS SWARM THROUGH
MY HEAD FIGHTING MOVES
CONTROL MY BODY LIKE I'M
MASTER OF THE MARTIAL ARTS



I NEVER FELT LIKE THIS BEFORE I'M
FASTER. I'M STRONGER. I'M RED
STEALTH - SAMURAI WARRIOR.

LET BLADE
MONSTER TASTE
SAMURAI
POWER!

AW, WHO AM I KIDDING! NOT
EVEN DENTED! I'M NO SOLDIER
I'M JUST A SCHOOL KID

OK, SO I CAN PLAY VIDEO GAMES BETTER THAN ANYONE, BUT THIS IS MORE THAN A GAME, I CAN FEEL IT WHAT DO I DO?

НУН?

CHARLES

NEVER FORGET,
THE POWER IS YOURS,
CHAMELEON

НУН?

THE VOICE WELCOMED ME
TO THE GAME NOW IT CALLS
ME CHAMELEON AGAIN

I CAN TAKE A HINT. I'LL TRY ANYTHING ONCE

CHAMELEON!

YOU KNOW, IF I EVER
MEET THIS VOICE, I GUESS
I'VE GOT TO THANK HIM





Can this be the world's most evil blue hedgehog?



He's blue, he's spiky, he's incredibly bad, he's Metal Sonic.

Meet the newest, nastiest addition to the Sonic universe. Metal Sonic is out to get Sonic (the good one) in any way possible - this includes capturing his new girlfriend, Amy Rose, and whisking her away. Sonic has no choice but to track her down to Robotnik's latest hideout where, surprise surprise, he finds out that Metal Sonic is the latest diabolical creation of his old nemesis.

As you can see from STC's exclusive preview picture, Robotnik takes his work very seriously and the evil Sonic bears more than a passing resemblance to the good one. However, Metal Sonic is just a plain, ordinary robot with special processing chips like the good old 68000 used in the Mega Drive and the special DSP that will be in Virtua Racing for the Mega Drive.

Metal Sonic and Amy Rose (STC News Zone 6) debuts in the new *Sonic CD* game for the Mega CD, due out in October, price around £39.99 (order your copy now). At Sonic has to battle across seven new zones: Palm Tree Panic, Collision Chaos, Tidal Tempest, Quartz Quadrant, Wacky Workbench, Stardust Speedway and Metal Madness. He then faces Robotnik in the Final Fever.

Will Sonic beat Robotnik and his evil creation and win the heart of his girlfriend back? Watch this space...

COSMIC TRIPPER

Codemasters look to the stars for new game.

Deep in the heart of Planet Linoleum is a wild alien who is out to prove the Earth's existence! Meet Cosmic Spacehead - the alien tourist, who will be beaming down to a Sega system near you later in the year.

Cosmic Spacehead is the third Sega offering from games house Codemasters and follows on from the highly successful *Micro Machines* and *Dizzy*. Described as a mix of adventure and arcade action, the game's graphics will reflect the stylised type of cartoon art seen in the 1950s.

Cosmic will be visiting three main locations on the way to Earth. Planet Linoleum, Detroitica (a vehicle factory on a lone asteroid) and a space station. Each destination will contain many smaller areas where Cosmic can interact with other characters and manipulate objects in his quest. Commands such as Look, Examine and Give can be used.

Astro-car racing and robot attacks are just two of the 32 arcade-orientated action sequences featured and which must be completed in order to travel between the adventure play areas.

Central Television have filmed the making of *Cosmic* for a special programme due to be broadcast in October.

Cosmic Spacehead is due out in November for the Master System, Mega Drive and Game Gear. Watch out for a full STC review nearer the time!



Cosmic Spacehead - seeing stars again

JURASSIC PARK IS BIG!

Dinosaurs bring big features to CG and MCD.

Jurassic Park is due out about now on the Game Gear and the folks at Sega have gone to a great deal of trouble to get the best out of it. The Game Gear version boasts some nifty stuff that includes a dinosaur with a whopping 1600 pixels high on the screen.

The Mega CD version, which should be out at Christmas time, has some superb graphics and is the best of the park around the Park's Visitors.

TRACTOR PAPER COULD BE THE ONE TO GO FOR THIS MEGA CD.



ECCO JOINS BAYWATCH

Water safety campaign gets Hollywood touch

Video game superstar Ecco The Dolphin has joined forces with the stars of TV's Baywatch to spearhead a major new water safety campaign aimed at British schools.

As can be seen from the pictures on this page, Ecco has been having a high old time with Baywatchers Summer Quinn and Matt Brody as well as Nicole Eggert and David Charvet filming a special 20-minute video in the California sunshine.

The video which also stars David Hasselhoff covers all aspects of water safety and swimming, and will be made available to British primary schools after this year as part of Lifeguard Potential. This is a joint project from the Royal Life Saving Society UK and the English Schools Swimming Association in association with Sega.

As of going to press, it is not known what sort of performance Ecco has given in the video. Early reports however suggest that he has swum rings around his human co-stars. Could this be the start of a major motion picture career for the finned wonder?



TEAM PLAY

Sega's latest game is a team effort

THE CITY
ROTS WITH
CRIME AND
CORRUPTION

STREETS OF RAGE

Part 2

TWO GOOD COPS
HAVE QUIT THE
FORCE AND TAKEN
TO THE STREETS
WITH THEIR OWN
BRAND OF JUSTICE

RAHAAH!
BURN, CITY,
BURN!

YOU'RE SIX MONTHS
BEHIND ON YOUR
PROTECTION,
OLD TIMER -

I CAN'T PAY UP BOYS!
I HARDLY MAKE ENOUGH
MONEY TO BREAK EVEN!

TOTAL THE GEEKS, BANANAS!
HIT THEM WITH THE BAZOOKA!

NO
PROBLEM!

CHEEZ! WHERE DID THE
VAN COME FROM, MAN?

MAYBE IT'S THE COPS.
Z GGY' MAYBE
SOMEBODY CALLED
THE COPS

DON'T BE STUPID, MAN!
WE PAY THE COPS PLENTY TO
KEEP OUT OF OUR WAY!





THEY CALL THIS PLACE 'THE SAFE HOUSE'

FOR THE PAST FIVE YEARS DRUGS HAVE BEEN PROCESSED AND PACKAGED IN HERE TWENTY FOUR HOURS A DAY

EVERYBODY KNOWS ABOUT IT, EVEN THE COPS
BUT NOBODY DARED DO ANYTHING ABOUT IT

...UNTIL TONIGHT!

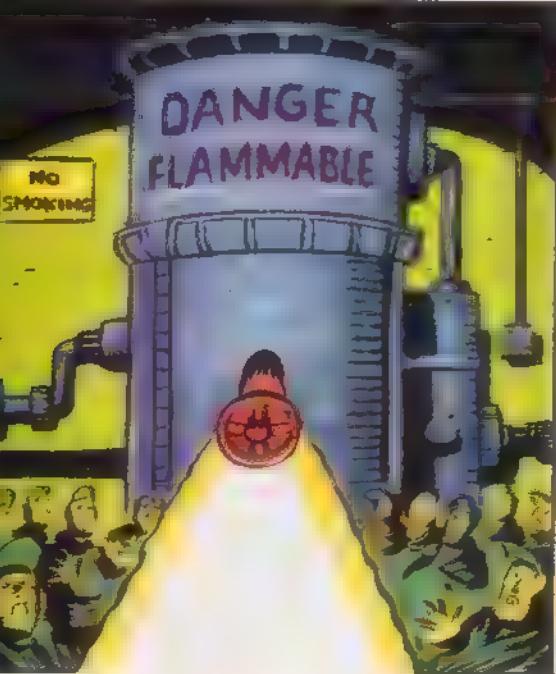
RUN FOR COVER...
IT'S A RAID!

I GOT A MESSAGE
FOR YOU CREEPS...

RUN FOR
YOUR LIVES!

OKAY, BLAZE,
FLOOR IT!
GET US OUTTA
HERE!

WOOOSH!

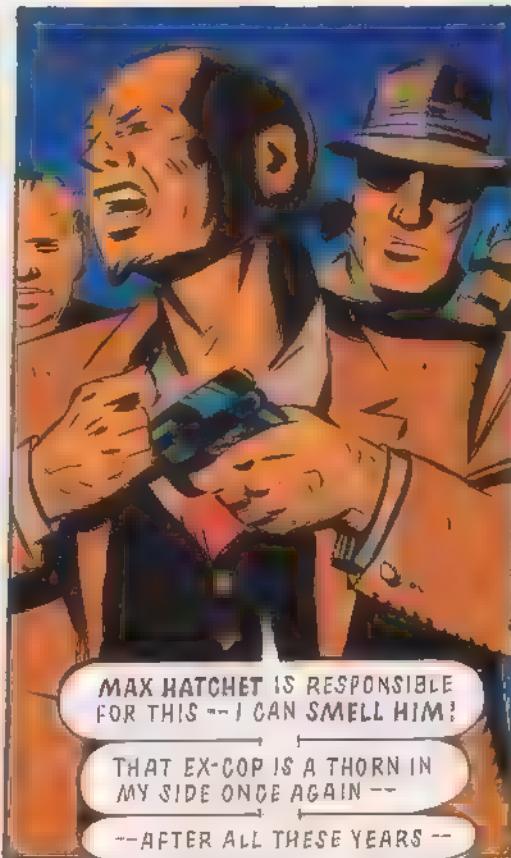




MILLIONS
--MILLIONS OF DOLLARS'
WORTH OF DRUGS--
- ALL UP IN SMOKE



PLEASE, MISTER HAWK--
THERE WAS NOTHING WE
COULD DO!
THEY JUST BURST
IN AND, LIKE, NUKED THE PLACE!
I WAS LUCKY TO GET OUT ALIVE!





Zone

QZONE Special



The Looney Student's at Acme University were a mass villain on TV and now in their own video games. STC Game Guru David Gibbons does his bunny ears to bring you the complete solution of *Tiny Toon Adventures* on the Mega Drive.

CHAPTER ONE LEVEL 1

This stage is easy. Just run off to the right.

First go right until you come to the cliff edge. When the moving piece of ground comes close, jump right then jump right onto the bricks and continue right until you see a mouse. Jump on him, then fall down the left edge and go right to the save point. Get an extra life. Jump back to the top and walk right, fall off the edge, then jump onto the spring onto the grass. Keep jumping right across the bricks to collect a heart. Then jump down by pressing C + Down then continue right, fall off the edge and the

quicksand. Jump up and walk right for another heart. Go back to the quicksand, jump on the bricks and enter the cave. When you reach a dead-end, crawl through the crack and down.

Run right, fall off the cliff edge and continue right but be careful. Jump on the moving bricks. Go down to collect a life and continue right. Jump up onto the spring and jump onto the other side using the spring and across the bricks to the end.

Try and stay on the ground but if Dizzy Devil or the Doctor comes, jump onto a tree branch and back down. Jump on Dr Splicer when he's on the ground. Repeat, to get defeated in.



LEVEL 2

STAGE 1

Keep going right (don't jump going through the quicksand or you may collide with a bat) until you reach a spring. Jump on and climb along the rope. Drop to the ground and continue right.

STAGE 2

Walk right, staying on the ground until you come to a dead-end. Jump up, go right and wait for the ball and chain. Jump onto the ball and continue right.

STAGE 3

Go right and wait on the edge. Jump onto the ball and chain, get onto and walk across the logs. Jump onto the switch, go up the tree and jump onto the moving platform. Jump right and onto the log. Run right, watching out for the falling logs. Jump to the ground and continue right.

STAGE 4

Fall to the ground, go right jumping across the platforms, go up and enter the tree lift. Go right and up into another one. Go left, fall down 3 platforms and jump onto the ball and chain. Fall off and enter a tree lift. Jump left onto a moving platform. Jump off and kill the Bluebird. Jump down onto a log and walk right avoiding the cracking logs. Jump up, go right, up and left. Jump up the platforms to enter a lift pointing left. Go right, up and onto the ball and chain. Go left to another lift and fall down to end.

BOSS LEVEL 2

Get onto the rotating wheel. Stay on the top box by repeatedly jumping onto the next box coming round; if the Doctor jumps out of the box you'll hit him. Repeat this and you should hit the Doctor enough times to win!

LEVEL 3

Walk left. Wait until the ball comes and jump. Go to the left and up down. Walk down the slope, jumping in the air to avoid the falling ball. Fall off the edge.

Kill the enemies, jump up the wall, go right, up, left, jump up the wall, left, avoiding the bars, jump onto the lift and continue right.



Go right, up, left, up, wait for the spikes in the stone, then right, up, right, jump across the ball onto the moving platforms and continue right. Jump down into the water. Stand on the moving rock and run left when it is near the top. Jump across the moving platforms, continue left, jump over the spikes and chain and fall down the edge to end.

Run right. Once in the water press C to swim. When you reach a wall swim down, right and up to the surface. Walk right.

Keep out the way of Plucky Duck. When he gives the ground a shake, dodge the falling rock and jump into Dr Splicer when he comes to the ground. Go back to the top to see Level 4.

LEVEL 4

STAGE 1

Go right, continue right, jump onto platforms to the left, then the right, then the left again. Go right, then jump up onto the left platform. Go left, then right, through the spikes and platforms, continue left and jump up onto the right in the lava. When it rises jump left and wait for another stone to rise. Continue left and down.

STAGE 2

Walk right, jump up onto some bricks. Keep jumping up as fast as possible until you reach the top of the lava wall (watch out! Run left to avoid it).

BOSS LEVEL 4

Jump up onto the higher platforms then out. Dr. Splicer. Don't stand for too long or Flucky Buck will hit you. Repeating this with care should get you to level 5.



LEVEL 5

Go left and down four waterfalls onto a rock platform. Fall off the left edge, swim right, drop down past the spikes and chains. Enter a cave to the right, collect an extra life. Drop into the sea and swim right.



Walk right and drop down. Fall off left edge avoiding the spikes. Go right and crawl through the crack. Go up, right, jump onto a barrel, up, left, jump onto the mast and right, jumping over it. Fall through the hole on the deck and left. Fall through the floor and go right at the bottom. Jump up, right and up more platforms until you reach a barrel. Push it left, climb on and jump up onto the deck. Go right, down another hole, down to the left and run to the IN door. Run right, open the chest. Stay in the doorway. When Montana Max comes up, run and jump on him then get back. Keep doing this to defeat him.



STAGE 3

Another easy one. Left to right!

STAGE 4

Go right (be careful of the sinking and moving platforms). Go down the right slopes slowly or you will hit the spikes. Pick up an extra life just before the 2nd down-right slope at the top of the platforms.

BOSS LEVEL 5

Nasty one, this. Try and keep away from the vacuum cleaner. As soon as the suction stops, get on the platform, jumping onto Dr. Splicer. Repeat this to defeat him.

static platform and keep going up until you reach some springs. Jump on the right one, press Buster into the spring as he fires right. Continue right, go down to the very bottom.

STAGE 2

Jump on the platform, go right, get to the top of the platforms. Go left across the ball and chains. Jump down onto a platform and left, up and right avoiding being crushed. Jump up and go right through the wall for

an extra life, Bell and Heart. Go left, jump up and right to the end. Fall down some stairs, jump in a train and left.

3

Walk right to the end. Jump up for an extra life. Get down and jump up at the next opening. Go left and up at the third opening. Go right and

up at the second opening. Enter the IN door on the left. Walk right across the platforms and up onto a moving one. Jump onto the cog wheel and keep running in the opposite direction. Jump left, up, up, wait for the cog wheel then jump right, right, right and up onto a moving platform. Walk left across the ball and chains to the IN door. Jump on the ball. When you're on the top, jump on the switch then right across the disappearing platforms. Go right, fall down just past the 2 crushing wheels. Go right and up. Turn on the switch and get back up. Continue right to end.

FINAL BOSS

Poor old Buster has serious girl trouble in this final level. Run like mad to the right. If Clancy gets too close, jump left over her, jump back and continue running. This will put some distance between you.

Congratulations, that's it. You've done it... boss?

LEVEL 6

STAGE 1

Run right, jump left onto the moving platform, jump up, jump up the stairs with spikes when the bottom set goes in. Jump on the platform going up, right, wait for the robot to fall, then right, up, up, up, up, up, avoid the electric around the platforms. Get onto the



STAGE 3

Walk right to the end. Jump up for an extra life. Get down and jump up at the next opening. Go left and up at the third opening. Go right and

WONDER BOY

IN
MONSTER
part 7

SHION THE WONDERBOY HAS BEEN CAPTURED BY GRIMOMEN THE DEMON LORD WHILE SEARCHING FOR SOME FRIENDS IN DEMON WORLD.

IN THE CENTRE OF DEMONOPOLIS, AT THE BOTTOM OF GR. MOMEN'S PITCASTLE.

MY SPELL IS TURNING YOU INTO A DEMON, WONDERBOY. SOON YOU'LL LOSE CONTROL OF YOUR BODY, THE SAME AS YOU'VE ALREADY LOST CONTROL OF YOUR ARM.

ONCE YOU'VE BECOME A DEMON YOU'LL NEVER BE ABLE TO CHANGE BACK. YOU'LL JOIN THE WARRIORS OF MY ELITE GUARD.

PUT ME DOWN!

YOU MIGHT'VE TURNED OTHER WARRIORS INTO DEMONS

...BUT YOU WON'T CHANGE ME

LET MAGIC APPEAR AND SPELL ME THUNDER.

KRAKOW!

YAAARGH!

THAT'LL STUN HIM, BUT NOT FOR LONG

WHA ?

I MUST CONTROL IT. STOP IT FROM KILLING ME.

NEED THE POWER IN THIS DEMONIC ARM TO FIGHT GRIMOMEN



WILL CONTROL MY
ARM MUSTN'T PANIC
THAT'S HOW IT
TAKES OVER

IT FEEDS ON
FEAR AND PANIC



GRAAARRL!

UH-OH. I'M GONNA
NEED MORE STRENGTH.

LET MAGIC APPEAR
AND SPELL ME
POWER.

BLAM!

AAAAAAA-

KERBIAT!

UH UH HAH



NEXT ISSUE: ACROSS THE DIMENSIONS.

SPEEDLINES



Dash off a letter, drew a quick sketch. In short, sound off to Megadroid about anything you want to do with STC. Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/26 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regards that drawings cannot be returned or compensated. 0181 990 1860.



Cool Droid

Dear Megadroid,

How does it feel to be the world's coolest host? Your reviews are extremely accurate. Your comic knocks the pants off those DC comics - and it's cheaper! I can't wait till the next issue. One of my favourite games is Street Fighter II, so could you please include a Street Fighter II comic strip some time?

Andrew Shortland, Ilkeston, Derbyshire.
Sonic Water Game winner.



Hey, Andrew, my friend! You certainly know a cool droid when you see one! I can't take credit for the reviews.

They're not bad, I suppose, considering they were done by humes. As for Street Fighter II, what do you think of our Streets of Rage series?

Dodgy Customer

Dear Sonic,

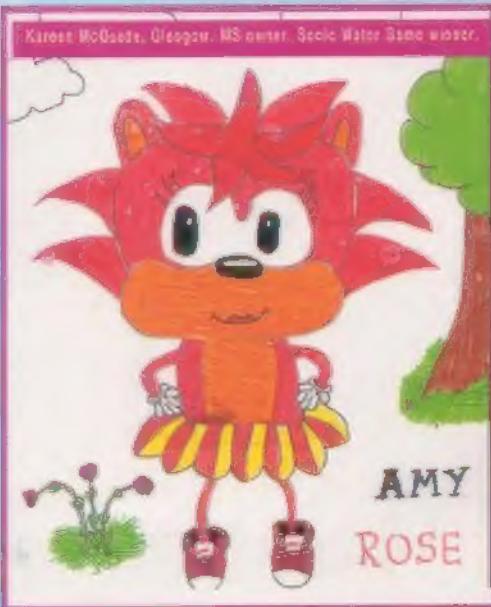
Everyone is saying you've got an attitude. What attitude? Don't you get bored with all those badniks and Tail's eternal whimperings? What I'm saying is that you need a break. Why don't you come to the new pleasure park I'm building? It's called Eggton Towers and it's great! You'll be looked after by my greatest slaves, I mean workers, and it'll be very relaxing.

Dr Kintobor, Death Egg, Space. Rotten egg winner.

P.S. Bring that snivelling, sorry, charming friend of yours, Miles Prower, with you.



Nice try, Walrus chops, but you ain't foolin' no one - especially Sonic! Hey, on second thoughts, if that park of yours is really open there're a few humes I'd like to send along...



Sega-Less

Dear STC,

Sonic The Comic is great! I know I haven't got any of the systems like the GG or MD but I collect Sonic stuff. My Dad is getting used to STC and may buy me a Mega Drive for my birthday in August. I would like another badge to add to my collection. Paul Bowman, High Wycombe, Bucks. Sonic Water Game winner.



Sorry, Paul, no more badges for now. However, you are one of the first Boomers in the known universe to win one of the fab new Sonic Water Fun Games! By the way, I hope you got your Mega Drive.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging.

It's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of Segasational Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area, phone the Tomy Care Line on 0703 872267.

NEW!



NEXT ISSUE

**ROBOTNIK
WINS!**

SHOCK!
EVIL DOCTOR TAKES OVER MOBIUS!

Horror!
WHERE IS SONIC?

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STORY IN THE NEXT
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DATA STRIP

Fill in & send to:
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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:- (please tick)

ND MS GG MCD

GAME INTO STRIP

What SEGA game would you like to see
as a STC strip in the future?

I THINK.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 8
OF STC?

	%
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